



Screen pictures shown  
may be different machine  
versions of game.



FIREBIRD

Confused, vexed and frustrated? . . . No? You will be!  
Confus, vexé et frustré? . . . Non? Vous allez l'être!!!  
Verwirrt, verärgert, frustriert? . . . Nein? Aber bald!  
Confusi, irritati e frustrati? . . . No? Lo sarete presto!  
Confundido, perdido y frustrado, No? . . . (Sique estarás!)  
Verward, gefrustreerd, geirriteerd? . . . Nee? . . . Dat komt  
dan wel!  
Forvirret, irriteret og forstørret? . . . Nej? Men det bliver du!!



5 012439 010371

CBM  
64/128

I  
C  
N  
T  
m  
D



Look out for these exciting titles in the  
Firebird 199 Silver Range for your  
Commodore 64/128 computer\*

- Arcade Classics
- Back to the Future
- Beamrider
- BMX Kidz
- Booty
- Chickin Chase
- Decathlon
- Denarius
- Force One
- Freak Factory
- Galaxibirds
- Gerry the Germ
- GoGo the Ghost
- Gunstar
- Happiest Days of Your Life
- Harvey Headbanger
- Hero
- I-Ball
- Imagination
- Mad Nurse
- Mermaid Madness
- Microrhythm
- Microrhythm+
- Ninja Master
- Olli and Lissa
- On Court Tennis
- On Field Football
- Park Patrol
- Pitfall
- Pitfall II
- Pneumatic Hammers
- Prodigy
- Raging Beast
- Realm
- River Raid
- Rock & Wrestle
- Special Agent
- The Prince
- Thrust
- Twinky Goes Hiking
- UFO
- Warhawk
- Willow Pattern
- Zenji
- Zolyx
- Zone Ranger

\*Correct at time of printing

# CODEHUNTER

© GORDON HALL & PETER TATTERSALL

## THE GAME

Earth is in direct conflict with a fully automated battlestar of unknown alien origin, orbiting 20,000 Km beyond the Earth's outer atmosphere. Intent on destroying all organic life on the planet, the battlestar's aggressive firepower has out matched Earth's pitiful defence system like clubs against guns. The only way the human race is going to survive is to deploy a Codehunter intruder droid into the heart of the battlestar's computer complex and decipher the codes that will deactivate the battlestar's defences. Once these codes have been transmitted back to Earth the battlestar can be disarmed and destroyed by starfighter command.

## LOADING

### COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the rewind cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

### COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners above.

*NOTE: Full loading instructions can be found in your Commodore Manual.*

## PLAYING THE GAME

The computer networks are constructed of a series of cubic nodules. Some of them bear signs indicating a specific function which will affect your movement or status when you land on them. They are as follows:

H=Teleports you back to your start position.

OFF=Teleports you to the ON nodule.

ON=This does not affect you.

-E=Decreases your energy.

+E=Increases your energy.

→=Moves you one nodule to the right.

←=Moves you one nodule to the left.

↑=Moves you one nodule up.

↓=Moves you one nodule down.

Make your way around the alien computer network placing bombs on the nodules in the alien guards path. When an alien collides with a bomb it is destroyed leaving behind its coded data device. Once the device stops spinning collect by moving onto its nodule.

Once all the aliens have been destroyed and their data devices collected an indicator will show you how many of the sixteen levels you have completed. Press FIRE to continue to the next level. You are awarded points for the amount of energy you have left at the end of each network.

Joystick only, press FIRE to place the bombs.

F1=Pause (press FIRE to continue).

RUN/STOP=Abort



**WARNING:** Copyright subsists in all Firebird Software, documentation and artwork. All rights reserved. No part of this software may be copied, transmitted in any form, or by any means, hired or lent without the express permission of the publisher.

If this program is faulty, or fails to load, please return it to the address below CLEARLY MARKED 'RETURNS' and it will be replaced free of charge. This offer does not affect your statutory consumer rights.